

# TAIG

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APRIL 1982

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Chairman Steve Crowley 937-1001 Tr Jim Dahlberg 432-1963  
Sec Mike Doleman 861-1893

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## MEETING NOTES

March 28, 1982

Nominations for officers

President- Pete Asch

Vicpresident- Steve Crowley

Secretary- Mike Doleman

Treasurer- Jim Dahlberg

Since there are no opposing candidates, there will be no official ballot and no vote. Anyone can voice an objection at the April meeting or forever hold your peace.

It was decided that anyone submitting an article to the newsletter could have for free any program in the \$2 library or a free disk of the month. The club will pay the author his cut of any of the programs so awarded.

## SERVICE REPORT

Only reports were on Computer Castle this month. An 8 and 9 out of 10 were reported plus a no find problem on a freeze up.

The GTIA is available from Computer Castle for \$22.50 minus TAIG discount and also for TAIG members, installation for \$10.

Heath has a free Bulletin Board- 778-1213.

The EPSON MX-80 should have the GRAF chip in, be sure to specify so if you order one. The upgrade costs \$99.



### News from the Library

The following programs are in our Pay Library. They all cost \$2.00.

Bug and Spider	chase game
Dungeon	adventure
Dupany	copy disk utility
Finance Helper	financial decision aid
Flags	flag guessing game
Lunar	lunar lander game
Math.tut	math drill
Othello	othello game
* Screendump	Dumps screen to Epson (GR. 8
Simon	simon game
Surround	blockade game
* Typewriter	poor man's word processor
* XYGraph	plots x-y graphs

The following programs are what is currently in the Free Library.

Termin-modem	modem program
Vidtex2800	Compuserve's modem program
Autorun.sys	RS232 handler loader for disks
Tapeback	makes backup tapes of autoboot
tapes	
Mathprint	prints math problems on a printer
Adventure	adventure
* Disasm	disassembler
Updntape	modem program for cassettes
? Ultram	Player missile graphics demo
Wumpus	Search and destroy game
* Soundtest	use joysticks to test sounds

The following programs are being placed in the Disk-of-the-Month. You only pay for the cost of the diskettes.

Missile	missile command game
Nitemare	just run the program
Autorun.cas	autoruns csave'd files (not save
c:)	
Autorun.bld	builds an autorun.sys to run
basic programs	
Fugue2	plays a fugue
Biochart	plots biorythms on screen
* Variable.lst	lists all variables used to screen
Lander	lunar lander game
Botch	hangman game
Dayweek	gives you the day of the week for
a given date	
* Vegas	slot machine simulation
Metrics	conversion program
Robotwar	stay away from the robots

The disk of the month programs are also in the free library.

#### New Library Rules

Due to the fact that our small user's group has become a large user's group I have to change the way our programs are being distributed. From now on I will no longer be selling programs from the pay or free libraries at the club meetings. The only programs to be sold at the meetings are the disk of the month. All the others will be sold by taking orders. You bring a manila envelope, a sheet of paper with your name, club number, what programs you want, and the media (disks must be formatted). I will then fill out the orders and give them to you at the next meeting. If you want programs that are in the Pay Library you pay me when you pick up your order. Those of you who can't wait for the programs can leave pre-payment of any money due for the programs and postage. I will then mail the orders to you as soon as I fill it. If you go that route with disks, please enclose some cardboard to help the post office from bending your disks. Cassette owners

who want the programs in the disk of the month remember that all programs on that disk are in the free library, so order them. Cassettes will be limited to a maximum of 5 programs because of the time it takes to save the programs (also because I don't have enough help with the library). If everybody would follow these guidelines, I think we won't have any problems getting you the programs you want. Thank you.



## Children Will Play

by Phil Seifert

Okay, everybody. I want you to answer a question honestly. How many of you bought your Atari to play games. Remember, be honest! I'll be the first to admit it. Here is what I am going to do about it. I am going to drag all of you down kid row with me. Starting with this issue of our newsletter I will be writing a column dedicated to GAMES!!

To get things rolling I want to give you a list of what I consider are the top games.

- Jawbreaker
- Cypher Bowl
- Star Raiders
- Eastern Front
- Krazy Shootout
- Wizard and the Princess
- Threshold
- Temple of Apshai
- Apple Panic
- Raster Blaster

Now some of you may not agree with my list. To those of you who feel that way I stick my tongue out at you. If you really like a game better than the ones I have presented let me know, okay?

One of the features of this column will be my telling you about new games just released or announced. I really have some misgivings about this. If everybody knows about the games then maybe I won't be able to find a copy for myself. But, I'll do it anyway. Temple of Apshai has just arrived in the stores I frequent. It is undoubtedly the best program Automated Simulations has released for the Atari. If you can pay \$40.00 you will be given the

opportunity of getting yourself killed by antmen. It is really a good role playing game. You can save your characters and the dungeon for later adventuring (like when the wife is not around). Temple of Apshai is available on cassette or disk.

I heard that Lord British has made an agreement with On-Line. For those of you living in caves he wrote the programs Ultima and Ultima II for the Apple. Hopefully On-Line will translate them to our computer so that we may try our hand at them. They are really good adventure games.

Hey, listen, all you cassette owners losing quarters because of a Pac Man habit. On-Line has put Jawbreaker on cassette. I know a store on the west side of town that has 6 copies as of 4/13/82. I really would recommend this game no matter what Atari thinks of it.

I also recently acquired Apple Panic. It is a program written by Broderbund. If your idea of fun is to dig holes in the street and trap apples so that you may bang them on the head then go buy the program. But, be careful, dem appls fite back.

Sorry about that, I started to turn into a kid again. I want to get a bit serious now. Please, somebody buy Cypher Bowl. Or if you have one, let me know. I am tired of play a certain person, who shall remain nameless, over and over and over....

I have some bad news for everybody. It seems APX is starting to protect their software. I really think that is not very nice. I mean, how would I make backups, modify the program to my tastes, and learn some new programming tricks? The company I really appreciate is Automated Simulations. They do not copyprotect their software. That has saved my hide more than once when I screwed up a disk. All I had to do was trot out my backup and copy the disk.

You want some more news? Well, it seems that Crush, Crumble, and Chomp does not work too well with the GTIA chip. Automated Simulations is aware of the problem and will fix it soon. Also Ghost Hunter doesn't work with the new O.S. roms. Arcade Plus knows about that too, and hopefully will fix it.

Starting this month I will be giving you high scores I have heard about in our group. If you would like your name and score mentioned in this rag, write to me. The address is 48 Kelley Road, Chaska, MN 55318. Please do not call me. I have a tendency to forget things told to me over the phone.

Dave Schultz has reported a score of 135,765 in Missile Command and 115,370 in Caverns of Mars. If you can beat this score write. Also beat a score of 37,980 in Jawbreaker. In fact, if you get anything that you consider good, in any game, I will consider writing about it.

By the way, if you liked Caverns of Mars, I think I found another program for you. It is called Hazard Run. Artworx is the company that markets it. Hazard Run has very good scrolling vertically and a cute theme. What you have to do is drive through the woods and jump over the water. All this to avoid the police. You can purchase this for about \$27.00. Make sure your local software dealer has it. I really liked the program.

I am going to end this column by giving you a few names of software announced but not released. Dragon's Eye (Automated Simulations), Tumble Bug (??), Upper Reaches of Apshai (Automated Simulations), Pac Man (Atari), and Centipedes (Atari).

Down with the Zylons!!!!



Rodger Whitcomb is looking for instructors for the ATARI! 735-4293

DISK OF THE MONTH will be available this month! Cost-\$4.00



From the ATARI COMPUTERCLUB OF OKC.

Do it the hard way dept.: You can make those 9-pin joystick connectors yourself if you can't find any— go to Radio Shack and buy a 25-pin D-Submini female connector..... take a hacksaw to it and cut it into two 9-pin plugs, it works, but it's not a pritty sight...

Reprinted from the CURRENT NOTES,  
the D.C. & Northern Virginia NL.

\*\*\*PROGRAMMING CHALLENGE #2\*\*\*

by Larry Seftor

If you take the digits from 1 to 9, it is possible to make a large number of nine digit numbers in which each digit is used just once (e.g. 123456789, 213456789, and so on). In fact my calculator tells me that there are 362880 of them.

One, and only one, of them has an interesting quality. Its first digit is divisible by one, its first two digits are divisible evenly by two, its first three digits are divisible evenly by three, and so on up to nine.

The programming challenge is to write a program (in BASIC) which will find this number, without taking all day and all night. My answer finds the number in less than 3 1/2 minutes. Can anyone beat that time?

Here is the answer to last month's programming challenge. The trick is to treat each digit as an individual integer. Since ATARI BASIC does not allow integers, I use elements of a string array, converting them to numbers as I need them. The actual addition is just as one would do it on a piece of paper. The program even has to keep track of whether a '1' needs to be carried to the next place or not. The result of the addition in each column is converted back to a string character for presentation as the result.

The program has a couple of nice features. It is short and simple, it will handle very large numbers just by increasing N, and it always gives the correct answer. Unfortunately, as anyone who understands ATARI BASIC will realize, it is very inefficient. Internally the program does thousands of times as much work as it really needs to do. Balancing programming ease and accuracy against efficiency is a choice any programmer must make, whether you program for the ATARI or a Cray-1.

```
10 N=50
20 DIM A$(N), B$(N), C$(N+1)
30 INPUT A$:INPUT B$:LA=LEN(A$):LB=LEN(B$)
40 LN=LA:IF (LB>LA) THEN LN=LB
50 CARRY=0
60 FOR I=0 TO LN
70 IA=LA-I:IB=LB-I
80 C=CARRY
90 IF (IA>0) THEN C=C+VAL(A$(IA,IA))
100 IF (IB>0) THEN C=C+VAL(B$(IB,IB))
110 CARRY=0
120 IF (C>9) THEN C=C-10:CARRY=1
125 J=LN+1-I
130 C$(J,J)=STR$(C)
140 NEXT I
150 ? C$
```

**TWINCITY  
ATARI  
INTEREST GROUP**

**6824 QUEEN AVE. SO.  
RICHFIELD, MN 55423**

**TAIG Meeting Notice  
Sunday April 25, 7:00 P.M.  
Minn. Fed. S&L  
31 9th St. Hopkins**

**A BASIC ORIENTATION tutorial will be at 6:00**

